Sprint Report 1

What does the Sprint Report contain:

* Contains the dates of the sprint (when it started, when it ended)

13.11.2023-24.11.2023

* Overview of the team and their planned capacity
  + Matei Popescu is the main member of the team for this sprint, he is responsible mainly with the game logic.
* List of backlog items planned to be developed in the current Sprint
  + List of User Stories that are (at least partially) addressed in this Sprint, their Acceptance Criteria.
    - 1. As a regular chess player, I want a more diverse variant of the game so there are fewer draws and more strategies.
      * Acceptance criteria: More actions and possibilities available to the user
    - 2. As a regular chess player, I want to be able to choose my own starting pieces so I can use a playstyle that suits me.
      * Acceptance criteria: More available actions for pieces
  + Indicate items that were added after the Sprint start
    - The game basis and architecture, the first classes of the game’s logic
    - Defining the Piece class, establishing the main bulk of logic for pieces (everything except movement)
* Status of planned items and their status
  + Marking the done items
    - Marking which Acceptance Criteria were fulfilled by the issues solved in this Sprint
      * “More actions and possibilities available to the user” and “More available actions for pieces”: User has now access to more piece moves and abilities, which are selected by him after using the same piece throughout the game
  + Marking the unsolved items, and what are you going to do with them (push to future sprint, eliminate from project, etc.)
    - Although there were high hopes that the expectations were going to be exceeded and we were going to finish the game logic in this sprint, it seems that another sprint will be required to fully finalize this goal. The next sprint will be a speedrun throughout the entirety of the logic section, with the third one being dedicated to enriching the site, in a full-stack manner, and the fourth one will be dedicated to finishing touches.
* Sprint Review (This can be an audio recording of your team’s discussion)
  + The project is progressing faster than anticipated, the pieces are really starting to distinguish themselves in dynamism, as compared to the usual game, which only is more and more likely to have a huge impact on the end user
* Sprint Retrospective (This can be an audio recording of your team’s discussion)
  + Although the main piece skeleton and game logic is already implemented, there is yet much to cover
  + There are only a few piece abilities implemented from what was planned, so more work is to be invested in this direction in a future sprint
  + The game logic has not been tested with the server and front end, which are planned for the third sprint, so they may actually have many bugs and will require further attention